



december 1986

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Rumors

News from the FALL COMDEX includes the Monitor Box from JNL Technologies of Oceanside, NY. This box plugs into the video-out port on ANY ATARI ST computer and converts the signal to both composite video and RF. This makes it possible to use monitors other than Atari's brand, plus regular television sets, video recorders, projection TVs and other video equipment. The Monitor Box will sell for \$59.95 when shipped in Jan. 1987. MORE COMDEX NEWS INSIDE THIS ISSUE OF MID-MICHIGAN ATARI MAGAZINE!

MS.EM, a software based IBM emulator from Paradox Enterprises should begin to be available as you read this. Retailing for around \$60-70 this package is supposed to offer a fairly good percentage of compatibility with IBM software, even being able to run 7 of the top 10 forms of copy protection. Being strictly software based, you would expect it to run noticeably slower than native IBM mode and according to reports, it is at least 30% slower. Another drawback is that it can't cope with the copy protection on Lotus 1-2-3. Paradox also sells a 5 1/4" drive which plugs directly into an ST drive. For those drooling over the prospects of running IBM software, MS.EM may satiate you long enough until Atari releases their BBB (Big Blue Box).

MAGIC SAC is the market name of the ST MacCARTRIDGE that makes you ST think it's a Macintosh. They ARE available- minus the MAC ROM- for about \$120. Add \$30-\$40 for a ROM you have to find on your own (try a MAC repair place) and you can run many, but not all, Mac software. DATA PACIFIC lists the workable systems on the MAGIC SAC pak... Why MAGIC SAC? Apple agreed not to sue THAT name out of existence.

BATTERIES INCLUDED, makers of the PAPERCLIP word processor and many other titles, has abandoned copyprotection of any kind. Marty Herzog says his company, known for using a joystick port "key" for copy proofing software, will simply drop the ATARI line if piracy gets out of hand.

In case you haven't heard, most of the new products announced for 4th quarter delivery from Batteries Included including Paperclip Elite, BTS-The Spreadsheet, and Homepak have been pushed back until the first quarter of 1987. Santa won't be able to get any of these under your tree by Christmas.

Why was STAR RAIDERS II the same game many saw in a beta copy of THE LAST STARFIGHTER game? Sam Tramiel says it was economics. STARFIGHTER was never released, and the royalties on the name STAR RAIDERS was FAR less than those on STARFIGHTER (remember the movie...?) Still no answer as to WHY DID IT TAKE SO LONG.

The P&R: CONNECTION from ICD CORP, hailed by many as able to do anything an ATARI 850 could do, WON'T provide -12 volts (like an 850 will).

That's required by SOME OLDER modems. It also won't work with SOME printer buffers (notably DIGITAL DEVICES). Be careful, and try to get a return privilege from your source, just in case these problems stop YOU.

COMMODORE people have been irked by ATARI ads running in their Commodore magazines... the same ones that were run in the Atari magazines this fall. At least they may have done SOME good in the Commodore mag... WE didn't need to see them!

It's been said that the purpose of the stock offering by ATARI CORP is to raise money to buy COMMODORE. There is NO rational (or factual) support for this rumor.





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mid michigan atari magazine 2 december 1986

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This publication is the official newsletter of several independent groups of Atari 8-bit and 16-bit computer users. It is intended for the information and education of their members as well as the dissemination of Atari related information. Opinions expressed in this publication are those of the respective author and are not in any way official opinions of the associated user groups.

Other non-commercial USER GROUPS are granted permission to reprint articles from this magazine provided credit is given to the respective author as well as to the Mid-Michigan Atari Magazine. Most original files are available from the C.H.A.O.S. BBS upon request, and also appear in DL7 on COMPU SERVE for downloading.

Subscriptions to the Mid-Michigan Atari Magazine are included with memberships in any of the participating clubs, or directly from the MAGAZINE for \$12.00 per year to addresses in the U.S. Use the address below for subscriptions and inquiries.

SUBMISSIONS

Submissions from readers are encouraged. If possible, please make your submissions by electronic means. Submissions are accepted on the C.H.A.O.S. BBS (517-371-1106), or on disk-by mail or by giving a disk to an Editor. All submissions must be received by the 20th to be considered for the next month's issue.

NOTES TO OTHER CLUBS

Please be certain that you are mailing to the correct address (be sure which club it is that is exchanging this magazine with you!) (See below) and NOT to the return mail address. Exchanges of newsletters are encouraged.

C.H.A.O.S.
Mid-Michigan Atari Magazine
PO Box 16132
Lansing, MI 48901

We are also soliciting other Michigan Atari clubs for affiliation with the Mid-Michigan Atari Magazine. We can offer MORE total pages and LOWER production costs per copy, with no loss in your local input. Contact C.H.A.O.S. for more information.

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Editor's Note

MID-MICHIGAN ATARI MAGAZINE
Rich Barnes - Managing Editor
(517) 349-0513

The chain remains unbroken! This month we would like to welcome the BATTLE CREEK ATARI USERS GROUP. As I have said many times before, this is your publication as well as ours. Welcome to the group. So far we have continued to expand with a new group joining with each of our past few issues. We have continued to increase our readership but as you can see this issue is smaller than many of our previous editions. We currently have a wealth of materials, but not the financial support to be able to print it all. Many ads were promised by member clubs for this issue that simply did not materialize. We depend on this advertising to finance each issue. We hope to continue to expand in the future and with your support and effort, we will.



As we rush headlong toward the Holidays and the New Year, I would like to take this opportunity to extend to all of you, Best Wishes for the Holidays! May you all celebrate them and enjoy them in your own special way. May this season and all of next year find you happy and safe.

Rich B.

Atari News

MID-MICHIGAN ATARI MAGAZINE adds another club to its roster this month- BATTLE CREEK ATARI USERS' GROUP (BCAUG). Negotiations are in progress with ATARI clubs in both GRAND RAPIDS and KALAMAZOO, and we hope to add them to the MAGAZINE in early 1987.

Elsewhere in ATARI publication news, the ATARI EXPLORER is back in print with new editors and staff. This time it is a totally separate commercial entity, having been sold by ATARI to DAVID AHL (formerly of CREATIVE COMPUTING). It is planned as a BI-MONTHLY magazine supporting both the 8- and 16- bit machines.

The first quarterly "Newsletter Disk" from OSS, Inc. (makers of ACTION! and BASIC XE) has been received with generally positive reviews. At \$25 a year, it is almost useless to anyone not owning at least one of the company's language carts. Issue #1 included a grim editorial that almost begs the reader to write software for the 8-bit ATARI, since soon no one else will. [!!!!-ED.] Also included: bug sheets and question/answers for the language carts with suggested fixes; several programs showing off some neat tricks using ACTION!, BASIC XL/XE and MAC/65; ads for OSS's new line of "BAREWARE" cheap software; plus "News You Can Use", two pages of moderately out of date industry information.

INSOFT Disk Magazine is a monthly disk- based magazine for the ST user. Costing \$50 a year, it features news, utilities, and programs primarily written in "C"... plus advertising. It has good reviews to date, and considering that at \$4 an issue, you get a ST disk as well as the information on it, it can't be too bad a deal. Also included is a "membership" that entitles you to reduced prices on software and hardware purchases. INSOFT MAGAZINE, Boston, MA. 1-800-556-5580, 1-617-739-9012.

President Reagan signed the Electronic Communications Privacy Act (HR 4952 and S 2575), considered to be the most important privacy bill passed by Congress since the 1984 Cable Act. The new law ensures privacy rights for electronic communications, including cellular telephones, computer links and electronic mail. Specifically, it imposes civil and criminal penalties on individuals who intercept an electronic communication or access a computer to obtain private electronic communications without authorization. It also requires law enforcement officers to obtain a warrant or court order to tap wires or obtain information in a private electronic communication.

PC PURSUIT is now available in many parts of the country (even outside the major cities). For \$25 a month plus a \$25 sign-up fee, you can make unlimited long-distance modem calls to any BBS in 14 major area codes... over 2000 estimated BBS! Information by MODEM: 1-800-835-3001, VOICE: 1-800-368-4215.

You know that FUTURE SYSTEMS is the new owner of INDUS computer disk drives... but what about NATIONAL LOGIC? They bought the non-computer parts of INDUS when they folded this spring. The first of their products to be seen is the MIDI DJ, a midi sequencer with disk storage. Yup, the familiar black box has been refitted with different ROM and operating system to perform as a dedicated storage device for musicians.

ATARI INFO gleaned from the PAINE-WEBBER prospectus released as part of ATARI CORP's sale of 4 1/2 MILLION shares of common stock:

- * "Over 150,000 ST computers" were reported to be sold by Sept. 15, 1986. This is about half of the published estimates to date.

- * The Tramiel family will retain control over the company even after the sale. Jack will personally own over 45%.

- * Over the last three years, 3 out of every 5 dollars earned by ATARI were earned overseas.

- * Sale of video games ROSE to 27% of total net sales during 1986. Leftover product inventory from the WARNER days fell to 9% of net sales. Contrast that to the Christmas quarter of 1985 when that old inventory made up 61% of sales.

- * Every director/executive officer (but one) of ATARI CORP is either an ex-Commodore employee or a member of the Tramiel family. The Executive Board (12 people) was paid over \$900,000 not including benefits and stock options in 1985.

- * Although one of the stated purposes of the stock issue is to pay back WARNER COMMUNICATIONS the 36 million dollar debt Jack Tramiel still owes them, ATARI will ALSO issue WARNER 7.1 million shares of common stock for a total value of \$120 million. Warner will then own 25% of ATARI but ATARI won't owe Warner anything.

- * 180 days after the original stock offering, nearly 22 million shares of common stock now held by the Tramiels and Warner will be eligible for sale. This availability MAY affect the value of the initial stock offering.

Thanks, PAINE-WEBBER and BOB KELLY (CURRENT NOTES) for this information and analysis.



CAPITOL HILL ATARI OWNERS SOCIETY

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C.H.A.O.S. is the CAPITOL HILL ATARI OWNERS SOCIETY, serving the ATARI community of the Lansing, Michigan area. The CAMPUS HILL ATARI OWNERS SOCIETY is the Michigan State University chapter of C.H.A.O.S.

Membership dues are \$12.00 per year and entitle the member to a 1 year subscription to the Mid-Michigan Atari Magazine, a free disk from our regular library, access to our other libraries and facilities as well as access to our other resources.

Dues may be paid at any regular C.H.A.O.S. meeting or by mail. If not using an official Membership Application, please include your Name, Address, Phone and a list of your equipment and interests.

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Meetings take place on the 2nd and 3rd Saturdays of each month, at the MSU Physics-Astronomy Building, Physics Road, Room 118. Meetings begin at 10:00 am sharp and last until 1:00 pm.

S.T.I.N.G. (S.T. Interest Group), for Atari ST owners, meets on the SECOND Saturday of the month.

The General meeting, for 8-bit Atari owners, takes place on the THIRD Saturday of each month. DIRECTIONS TO MEETING PLACE: East Grand River to the Collingwood Entrance for MSU. The first available left turn is Physics Rd. The Physics-Astronomy Building is about 1 block from the corner, on the right hand side. Park in the gated lot just past the building.

Illegal copying and any violation of copyright laws are not condoned or allowed at any C.H.A.O.S. sponsored function, nor are allowed on the club BBS.

ELECTED AND APPOINTED OFFICERS OF C.H.A.O.S.

Position	Name	Phone #
President	Leo Sell	349-0404
Vice President	John Nagy	487-5646
Sec'y-Treasurer	Gary Ferris	393-2593
8-bit Rep.	Adam Slonim	485-7348
16-bit Rep.	John Johnson	355-4219
Membership Coord.	Gary Ferris	393-2593
Library Manager	John Baker	641-4430
Asst. Librarian	Malcolm Cleveland	485-6743
Asst. Librarian	Sally Nagy	484-1976
ST Librarian	Mark Smathers	627-3590
Publ. Librarian	Richard Evans	351-2381
Program Coord.	Guy Hurt	484-7675
ST SIG Coord.	Brian Goluska	332-4415
BBS System Op.	John Nagy	487-5646
BBS Librarian	John Baker	641-4430
C.H.A.O.S. Editor	Jeff Bone	321-5510

PRESIDENT'S CORNER

by Leo Sell

The December general meeting of C.H.A.O.S. is always special. This year especially so. You will not want to miss it. We expect to have goodies to eat, and punch to drink. But that's not all. We will also have a FREE GIFT (if everything works out) for everyone attending. And, to thank you for your patronage all year, the Disk library will be offering regular disks at 2 for the price of 1. Business will be kept to a minimum. The emphasis will be on fun and fellowship. DON'T MISS THIS MEETING!!!

Have you noticed all of the bargains available on Atari software these days? Grab your holiday gift cash, and check out our advertisers, major chains such as Toys R Us and Sears, and advertisements in Antic and Analog. With a little care and shrewdness, you can get a lot of bang for your Atari buck right now.

We're looking forward to more and more progress as the year turns. C.H.A.O.S. is sponsoring a number of exciting projects. You too can be a part of ongoing ones, like the newsletter as well as the new ones as they come along. Jump in and get involved. You'll get more enjoyment than ever from your Atari and from C.H.A.O.S..

Here's to your health and to Atari computing. May they both be better and better as time goes on.

Telecom

The CHAOS DOWNLOAD

By John Nagy

CHAOS has bought a used 1030 modem and was given a second 1030 in need of repair. One (and hopefully soon, the other) will be available on a check-out basis for members who would like to sample the telecommunication world before buying one for themselves. As inexpensive as a 1030 or a XM301 modem is, and as exciting and beneficial as calling BBS systems can be, I expect most samplers to become buyers! Ask me at the meetings or by phone to sign up for your turn to try these units on your 8-bit ATARI. If an offer of a RS-232 type modem by Gary Ferris works out, we will be able to soon extend this offer to our ST users, too (300 baud is fine to try it out!)

Last month I (jokingly I think) mentioned that we needed to get a hard drive for the BBS to keep up with the demand for space...

Now, all of a sudden it looks like that's what will happen! ICD Corp has made it economical to

add a hard drive to an ATARI 8-bit system through the use of their MIO box. It interfaces a somewhat standard controller and hard drive for about \$150... the controller and drive run as cheaply as \$250 a set for a small (5 meg) drive. Considering that whole package is less than the price of three 1050 drives but has the storage space of 30 (!!) plus much faster and more reliable access... it's realistic at last.

Members polled at the last ST and 8-bit meetings approved the move. We expect to make back roughly \$200 through the sale of equipment that the MIO and hard drive will replace.

The added space will enable us to give a better variety of 8-bit software, and finally enough room for more than the couple ST files we have had available. Expect the CHAOS BBS to be running faster and bigger sometime in January if all goes well... the MIO boxes are back ordered 6-8 weeks already! Also plan to see many changes and additions to the features of the CHAOS BBS software as the winter months forces me to stay indoors more.

In the meantime, enjoy our current system with more than 100 files online at all times, plus great message bases and the on-line weekly ZMAGAZINE. It's all at 300 or 1200 baud, (517) 371-1106, 24 hours a day!

Til next month, SEE YA IN CHAT!



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Disk Library

THE LIBRARY TABLE
by John Baker

SHOCK!! That's right, I'm still in shock. Today I found out that people actually read some of the stuff I write in my newsletter articles. That's scary! These individuals are definitely not your run of the mill newsletter readers. These are my kinda people.

OK, listen up CHAOS members. As a little bonus for Christmas (and for reading my column) I'm throwin a "Boss is outa town sale". While Leo is gone on his Tahiti vacation, I'm blowin the lid off of the library! Half price library disks!! You read it right. Any two disks in our regular library for the price of one! "How can he do this?", I hear you asking yourselves. Hey, I'm just a softy, and besides Leo will never know about it. Also we will have the Christmas AMS music disk & demo disk.

Now for the fine print: In order to take advantage of my generous offer, you must fill out a library order sheet when you arrive at the meeting. Get out your library listing sheet RIGHT NOW and mark down your choices so you will know what you want to order when you get there. There will be a partial print-out of some of the new disks that are now being added to the library, and these too can be had at the half price offer. Remember, Disk of the Month disks and Bonus Disks are not regular library disks. Those remain at the regular \$5.00 price.

As for other library news, the library disk exchanges with other clubs are going well. Always looking for clubs to exchange software with, so send me your listing and lets get down to some serious trading. Our new listing should be out in January and we should break the 200 mark. That number does not include our complete archive of Analog and Antic disks.

We now have the newest, most feature filled version of Textpro available to date (1.2a). Extremely easy to use, well documented and able to handle all the needs of most people desiring a word processor.

The terminal software "Express" series is being updated by the author. Express 850 is the first to be completed and we have that available now. The others will soon follow. Make sure you see us to get a good terminal program to use with that new modem on your Christmas list.

Make sure also that you use that new modem to take advantage of the soon to be upgraded CHAOS BBS. Our new hard disk capacity will allow us

to have much more room for files, features, and goodies, allowing you to get the most out of your on line time.

Hardware/software upgrade kits for your XL/XE machines, Disk of the Month subscriptions, and CHAOS memberships, are great gift suggestions (even if you give them to yourself). Hope this gives you food for thought.

Thanks for your enthusiastic support of the CHAOS library and BBS. Have a safe and happy holiday season.

VIEWPOINT

CREDIT WHERE IT'S DUE
By John Nagy (CHAOS)

It was brought to my attention the other day that NEWS is sometimes what DOESN'T happen.

In recent issues if MID-MICHIGAN ATARI MAGAZINE, we have congratulated PFO VIDEO, formerly of the MERIDIAN MALL in Okemos, on their name change and move into CENTRAL PARK PLACE. We welcomed Lansing's COMPUTER CONSIGNMENTS to the ATARI world and were pleased to have them show interest in us. We even commented on SEARS and TOYS 'R US and their renewed support (such as it is) for the ATARI computers.

And while all this IS news, and deserves mention, another area dealer has simply continued to do what he has for years now: support ATARI as his main and continuing product. I am talking about CASTLE COMMUNICATIONS at 1716 East Michigan in Lansing. Barry Griffin founded CASTLE and started promoting ATARI back when it was fashionable the FIRST time, and kept it up right through the pits of the last 2 years.

Barry has probably seen and operated more ATARI software for both the 8-bit and the ST line than you or I have ever heard mentioned. His staff is made up of regular ATARI users, who can tell you from personal experience what can and can't be done on an ATARI- and HOW to do it. That's a resource you simply can't duplicate by MAIL-ORDER.

Operating from a converted home on Michigan Avenue, Castle has a daily parade of customers of all descriptions, owners with questions and ATARI junkies that just like to soak up and spread ATARI information. The phone rings constantly and most calls start with the same words: "How can get my ATARI to..." The callers know that they are likely to have asked at the right place.

Don't take this article as an advertisement—it's not. It's NEWS. It's just that the headline "CASTLE COMMUNICATIONS FAILS TO DROP ATARI" should have been run about a year ago... but we missed it and need to make up for it. And while it's certainly true that some other dealers are now supporting the ATARI with competent staffs and good selections, we already told you that in the last issues.

Oh, a few words about supporting local dealers: DO IT. They support you, your machine, and this magazine (with advertising). They regularly try to help you solve your problems EVEN when you buy your hardware and software MAIL ORDER. That's beyond the call of duty, so don't ask for it often! You can't complain that nobody local handles enough ATARI stuff when you turn around and buy it out of magazines to try to save a couple more percent. After shipping, long distance calls, the wait, the worry about getting a DEAD-ON-ARRIVAL item and shipping it back (more expense and waiting)... how much do you save? Buying from a local dealer is like buying insurance. You can often do without it, but when you need it, BOY do you wish you had it. Besides, when was the last time someone at a mail order place offered to take the time to show you why a particular product was NOT going to work out for you? It happens all the time at local dealers, and YOU save a bundle on a package you would have wasted money on.

Barry is currently remodeling his storefront with a tri-level deck, but says that CASTLE will be moving before the end of 1987 to a brand new building closer to downtown Lansing. And he will continue to sell what he knows to be the highest value computer anywhere— the ATARI.



NOVEMBER ST-UTTERINGS by Brian Goluska

The ST special interest group of CHAOS meets the second Saturday of each month. At the November meeting 15 people attended, most of them experienced ST owners. A quick show of hands showed that all but 3 attendees owned ST's, all ST owners but 1 were CHAOS members, and over half of the attendees owned modems.

Initial discussion covered this publication, the recent Fall computer show, and the CHAOS bulletin board. Using the CHAOS bulletin board is encouraged, and it can be used to help plan for ST meetings. It's also the best way to submit articles. One member actually owns a 1040 that was purchased locally! Maybe the availability of the 1040 is finally becoming better. Discussion of this led to the question of 520 upgrades. Kits that use a card, as

opposed to the home-made "piggybacking" of the memory chips, are in the \$170 to \$200 range. This is close to the difference in price between a new 520 and a new 1040. So it seems that a new user would be better off going straight to a 1040 rather than getting a 520 and planning to update later. Earlier questions about possible heat problems with the 1040 (internal power supply and double sided disk drive) brought the response that this is not a problem.

Another interesting topic was C compilers. One member has nothing but praise for the Megamax C compiler. I reported that the Alcyon C compiler is somewhat difficult to use. No one present had used the GST C compiler extensively, and the Lattice C compiler may not be available yet. It was pointed out that comparisons of these compilers have been done extensively in the major magazines that cover Atari computers.

This led to some guessing about where these magazines are headed (specifically, ANALOG, ANTIC, and COMPUTE). ANALOG has just recently decided to publish 2 magazines, 1 for the 8 bit Atari and 1 for the 16 bit machine. ANTIC has the quarterly START, and may also be splitting its coverage. COMPUTE has a separate 6 months a year ST issue. Once again, there are some difficult choices to be made on what magazines meet an individual's needs (and apparently hard choices for the magazines, on what to present).

Later, the group broke up into small discussions, and some quick demos on the ST. Jeff Wells showed RED ALERT, a particularly violent game about nuclear war (but with excellent graphics). Mark Smathers again answered several questions about specific First Word problems, and also demoed several routines from the CHAOS ST public domain library, and passed out a listing of the files on the library disk. Perhaps in future meetings it will be best to begin the meeting with a demonstration of a library disk, rather than waiting for the end of the meeting.

I'll close with a correction: Last month, when I covered Mark Smathers' methods of creating desk tops, I suggested putting First Word in an AUTO folder. This will not work, because programs in AUTO folders are executed before GEM takes over, and First Word runs under GEM. What Mark does on his First Word disks is to have a program in the AUTO folder that copies First Word to the ram disk automatically. Then, with the desktop organized, it's a simple matter to double click on First Word to execute it quickly from the ram disk.

ChriSTmas meeting in December, laST meeting of the year.



EIGHT IS ENOUGH

C.H.A.O.S. NOVEMBER 8-BIT MINUTES
By: Gary Ferris

Attendance was very good at Novembers meeting and it was good to see some old faces that have been missing since spring.

The opening discussion centered on news from the Comdex show in Las Vegas and what Atari and Atari supporters had shown.

Also discussed was a proposed upgrade of the CHAOS BBS to an ICD MIO box and hard drive. The upgrade would triple present storage, which would make it feasible to have ST downloads online on a regular basis. With the sale of the replaced equipment, the upgrade could be done at a minimal cost.

The main feature of November was a demo and discussion of several of the Word Processors available for the 8-bit machines. A couple of planned demos had to be canceled as time ran short. These will be demoed in the next couple of months.

John Nagy put together another top-notch disk of the month (mostly games this month).

December is a special month for most people and so it is with CHAOS. For all the members who attend in December, there will be some very special gifts. There also will be free punch and cookies. There can never be too much though so feel free to bring along other holiday treats.

The balance in the treasury as of November 19, 1986 is \$1149.76.

Gary Ferris
Sec/Treas

JL JL JL JL JL JL JL JL JL

OTHER LANSING AREA COMPUTER CLUBS

CLUB	COMPUTER	CONTACT	PHONE #
Apple LUG	Apple	Gary Martin	394-0115
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COMP KLUB	Texas Ins.	John Hayes	882-7860
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DRUG	DEC Rainbow	Jeff Weihi	349-6967
Epson Users	Epson	Ted Bozarth	332-3710
LACC	Commodore	Jae Walker	351-7061
LAMALUG	Mac/Lisa	Chas Winters	787-5731
M2G	All	Warren Wolfe	337-7672
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GENESEE ATARI GROUP



VIEWPOINT

Presidential Mumbblings for December 1986
by Jim Steele

Greetings, all! As I write this month's column Thanksgiving has yet to arrive. But the demands of deadlines in the publishing game mean that you won't be reading it until the first part of December. So I hope in advance that you all had a good one.

The minutes department.

November was supposed to be our swap meet. I guess some people had some items for sale, but not very many. Judging by the response to this event I guess we won't schedule another until there's enough people asking for it. As always, if you have anything to sell or swap, feel free to bring it along to the meetings. There's plenty of time during the Library dealings before the "official" meeting.

Speaking of the Library, Jerry Cross our keeper of the new 8-bit disks was unable to attend the November meeting. Something about being snowed in in Grand Rapids. The November additions as well as the new disks for December should be available at the December meeting. Jerry should be back from exile to Grand Rapids by Thanksgiving.

We've got some special events planned for our December meeting. Jerry's got a hold of some Atari promotional items, mugs, hats and such. Come on out and win a door prize.

The end of an era? department.

I was quite amazed to see those words in the Detroit News last week. Seems one of the suburban computer retailers feels that the time of the 8-bit Atari's is past. Is he right? The same ideas have been the subject of a long running message thread on Compuserve. It appears most of the developers feel there's no profit in Atari software..

A good many feel that piracy is the problem. Not to say that Atarians pirate any more than users of other brands. But the Atari market is smaller than those other markets, so the effect is greater.

Another idea expressed was that of "market saturation". Say someone intends to write software for the 8 bitters, what will he write?

Games? It better be pretty good, Atari already has some of the best. Word Processing? There's Paperclip and in the Public Domain, Textpro and speedsript. Telecommunications? I can't see anything beating the PD "Express" series.

I'm not worried. There is a large enough base of existing software for the Atari to make it a usefull machine even if all of the commercial developers dropped it entirely. Back in the early days of micros, people wrote their own software, I guess it can still happen.

The real exciting area for the 8 bitters is hardware. Atari showed it's 1200 baud modem and 80 column display at the recent Comdex show. The handy thing about the modem is that it comes with both SIO interface and RS232 interface. It will run on an 8-bit machine without an 850 or other adapter and will also run on an ST if you "move up". ICD's MIO board is also shipping. I've flammed about that little jem enough in the past, so I guess you all know about it. Jerry plans to bring his MIO in to the December meeting, if you'd like to check it out.

Well, that's about it for this month's ravings. See you all at the December meeting, if not, have a great holiday season.

-Jim

Disk Library ST

GAG ST LIBRARY NOTES
by Gil Merciez

The Christmas season is upon us for another year. The GAG ST library is growing by leaps and bounds. With the new disks coming in December the library will have more than 30 disks of public domain software. The library is approaching the 10 megabyte mark preparing to enter 1987. The holes are beginning to fill up fast as better PD software emerges to plug the gaps in different categories.

December will find a brand new picture disk, Volume 5, chock full of computer art from across the country. A couple of miscellaneous disks will offer a little bit for everyone. For the entertainment minded, a couple of games offers you a chance to to sharpen your strategic skills. Look for DALEK.PRG and



OGRE.TTP. Ogre is a public domain non graphic adaptation of the popular board game of the same name. Origin Systems is readying a commercial graphics oriented adaptation for release in the near future. The public domain version in the library will allow you to get a head start on the strategy as you take your super tank into battle.

In the crowded text formatting / word processing arena a couple of new additions are available. PROFF is a text formatter with roots in the mainframe world. It is a sophisticated text formatter and is accompanied by a 70K+ doc file that thoroughly explains the command structure although it is not a model of easily understood documentation. The third version of a word processor desk accessory is also available. With this revision, NEWWORD.ACC has taken another step toward becoming a full featured word processor. Complete documentation is included as well as online help. NEWWORD is beginning to look better and better.

For the telecommunicators, a GEM based Kermit program will allow you to explore the ins and outs of this universal protocol. A folder containing the approved version of a clipboard implementation will also appear in December. This folder contains sample programs and source code for a method of transferring data, pictures, text, etc. between applications. Commercial applications should soon be appearing that utilize the clipboard feature.

As a special Christmas present from GAG, all ST library disks will be sold for \$3 at the December meeting only. This is your chance to stock up on some of the older GAG disks and round out your collection of public domain software. The disks can make perfect Christmas presents to all of your ST friends. (You will notice how I bury this announcement in the middle of the article. With a little luck and the crush of Christmas mail you may not even receive this newsletter by the meeting date. I'm a Scrooge at heart!)

As attention turns to 1987, there are numerous projects I have been thinking about for the library. Beginning either January or February I will be offering Clip Art disks for your graphic pleasure. These disks will contain a wide variety of interesting art work in numerous formats so that they can be used in as wide a variety of applications as possible. There are several full featured desktop publishing packages on the near horizon. In addition, by using a combination of several of the commercial graphic programs and some public domain utilities it is possible to port most pictures, fonts, blocks, text, etc. from one format to another. This area will become a hotbed of activity in the coming year.

Now that Atari has released their CPM emulator look for useful public domain CPM applications, utilities, and other programs to appear in the GAG library during 1987 already ported to 3 1/2 inch CPM formatted disks and tested for compatibility with the ST. With the

release of the Magic Sac Macintosh emulator public domain Macintosh software will appear in the GAG library if there is any demand. The same holds true for IBM software. I bet you didn't think that when you purchased your ST you would someday be faced with the opportunity of learning about at least 3 different operating systems as well as TOS. You may never come up for air.

I'm still searching for a player program for Music Studio files that will play songs without having to load in picture files. I can't understand why some enterprising hacker hasn't come up with one that will present one simple graphic screen and drive both the internal ST sound chip and the MIDI port. I may just resort to a disk of Music Studio files as a hackers delight. I have collected over a 100 files configured for various synthesizers.

If you have any interesting ideas, comments, or suggestions about where to take the library, make your feelings known to me. Until then have a Merry Christmas!

8 EIGHT 15 ENOUGH

Librarian's Column
by Jerry Cross

Merry Christmas!! Don't you just love this time of year, with the Christmas music and happy people? And all of this snow and crowded shopping centers? And the pushy salesmen and overstuffed Santa's? Bah, Humbug!

Well, there's always the club disks. I haven't finished putting together the December disks yet because of other commitments to my job. But thanks to some last minute trading with the SPACE group in Seattle, I have some interesting stuff this month.

First, I'm sorry I missed the last meeting. The weather was pretty bad and I just couldn't make it. But I did manage to attend a local Atari club meeting up the road, so I got my computer junkie fix in last month.

Now on to business. Remember that revised TEXTPRO documentation I promised? Well, this month I have a revised revision of last month's revised docs that covered the revisions to TEXTPRO ver 1 (did I lose anyone?). After some begging with John Baker, the CHAOS librarian, I received a completely re-written version of the whole TEXTPRO disk. This disk comes directly from the author of TEXTPRO and cleans up much of the stuff that I included in our Version. If you already have a copy, bring in your old disk and I'll trade it for no cost. If you haven't picked up a copy, why not? This is probably the best public domain program ever written for the Atari!

Also this month, there is a 2-disk SUPER-QUIZ program. Side one contains the program itself, and the other 3 sides contain



data (questions/answers). The questions cover such categories as sports, history, entertainment, and other general topics. You trivia lovers will love this program.

Also this month is a public domain version of Basic XL. I haven't had the time to study this disks yet, but from what I have been reading about it, it's extremely popular and is fully compatible with Atari basic. The disk comes with plenty of docs and sample programs.

SPACE also sent along several other disks full of programs, so there should also be a games disks and utilities disk this month. I'll have more information on those at the meeting.

That's about all for this month. Don't forget to attend the next meeting. We will have lots of door prizes to give away, and I promise to show up with my MIO this month too!

Finally, the FACTS bbs is finally back on-line. After waiting weeks to get the hard drive repaired, it's back and waiting for your uploads! I still have lots of work to do on it. Most of the files were lost and must be done over again, not to mention copying all the programs back into the download section. The number is (313)736-3920, and it's open 24 hours, 300/1200 baud.

Next Meetings:

December 10, 1986	6:30pm Holiday meeting!
January 14, 1987	6:30pm regular meeting
January 24, 1987	9:30am Saturday session
February 11, 1987	6:30pm regular meeting.
February 28, 1987	9:30am Saturday session

About Genesee Atari Group

Jim Steele	President
Gil Merciez	Vice President & ST librarian
Matt Howe	Vice President (8)
Jerry Cross	8-bit disk librarian
Jim Tuma	8-bit disk librarian
Nick Klak	Print librarian

Mailing address:

Genesee Atari Group c/o Jim Steele
4711 Drummond Square, Flint, MI 48504

Genesee Atari Group meets on the second Wednesday of the month at the Neithercut school, located at

2010 Crestbrook Dr., Flint, MI.

Meetings begin at 6:30pm. We also have a Saturday morning session for second-shifters. This group meets on the fourth Saturday on the month, during the school year. Come on out and say "G'day"

G.A.G. membership dues are \$10 per year. Membership benefits include our newsletter (part of this publication) and access to our pd disk and print libraries. If you choose to join to mail, checks should be made payable to Jim Steele.

<thank you for your support>



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TRI-CITY ATARI GROUP

T.A.G. - SAGINAW, BAY CITY, MIDLAND

NEXT MEETING

The Tri-City Atari Users Group meets the second Saturday of every month at 2:00 pm at the Rudy Zauel Memorial Library on the corner of Shattuck and Center in Saginaw. Upcoming meetings are scheduled as follows:

December 13th at 2:00 pm.

January 10th at 2:00 pm.

Club dues are \$20.00 per year. For this fee you get the Mid-Michigan Atari Magazine, support for both the 8 bits and the ST's, and full access to the club library of software. Currently our 8 bit library includes approximately 80 disks and the ST library includes approximately 20 disks. In addition, TAG purchases disk subscriptions to ANALOG, Antic, and STart. We regularly purchase software to demo, and then raffle off the software to club members. Support your club, renew now! If you know anyone that might be interested, encourage them to join!

***** EXPIRATION NOTICE *****

Our new club magazine, the Mid-Michigan Atari Magazine, will not be sent to you once you have let your membership lapse for more than three months! This is due to the cost of this magazine. Look at your mailing label - on it you will find your expiration date. You will receive a maximum of three more issues before we cancel your magazine. Please renew NOW, if you need to do so!!

HOT FLASHES FROM THE FUTURE

TAG is once again having it's annual Christmas Swap'N'Shop bash! Gather up all of your old software and/or hardware and bring it to the December meeting. Make sure to bring plenty of cash, too, because there might be some items there that attract your attention. To keep the Christmas spirit, we'll have a Casio CZ-101 synthesizer connected to an ST and playing

Christmas music. While the music plays, the ST will also display Christmas pictures in a slide show format! The program doing all of these great things is a public domain demo called Alite. Other music will also be demoed on the CZ-101.

Anyone wishing to participate in the TAG Gift Exchange is required to bring a gift (keep it under \$5.00) to place on the pile. To keep things simple - Guys, bring guy gifts, and Girls, bring girl gifts (I know it sounds corny... Well Exxxcuuuuse MEEE!). Even simpler, bring computer gifts, they're great for everyone!

REMEMBER!! Everyone should bring a dish to pass (cookies, cake, etc.). I'll bring the coffee pot to supply hot water, and some DECAFFEINATED coffee.

January's meeting will focus on databases. For the ST we'll have VIP (GEM version?) and Zoomracks, and for the 8 bits we'll have Synfile and HomeFind (from HomePak).

E B V

8-Bit Equipment Volunteers:

Al Jennings.....130XE
Margaret Schmidt....Disk Drive
Gerald Reno.....Monitor

ST Equipment Volunteers:

LeRoy Valley.....Casio CZ-101
.....1040
Frank Serreseque...Stereo
Lance Middleton.....Monitor

JK JK JK JK JK JK JK JK JK



ST NOTES by LeRoy Valley

P-K4, P-K4, P-Q4, PxP...
"Would you please stop kibitzing!!!"
"Checkmate in three moves"..."
"Checkmate !"...

By now, most of you can probably guess what my column is about this month. For those few uninitiated of you however, the answer is --- CHESS! That's right, chess has finally arrived for the ST, and OH has it ever arrived! I'm still dazed by my latest loss. CHESS, by Psion Ltd., is simply the best computer chess game I've ever played.

Just to give you some point of reference, I am NOT a beginner. I've been playing chess for 13 years and my USCF rating (even if it is 2 years old) is 1856. I've played Chess 7.0 and Sargon III on the Atari 8 bits and numerous other dedicated chess machines (Fidelity, GGM) and nothing compares with this offering by Psion. Psion claims that this program won the 1986 World Microcomputer Chess Championships, and I believe it. It's the first machine that beats me consistently at tournament level (at times even decimates me). Anyway, enough of that, you get the idea. It does play a strong game. Now let me tell you about the features it has.

When first booted, you are greeted by an impressive 3-dimensional display of a chess board and pieces. By moving the mouse to the top of the screen, you can select a number of options from a menu that only appears when the mouse is actually at the top of the screen. During normal play, the menu is not visible, and therefore will not distract you. Movement is as simple as pointing at the piece and clicking, then moving to the square you want and clicking again. (Don't worry, the computer will not let you make an illegal move.)

There are seven main menus at the top of the screen: PSION, GAMES, PLAYERS, LEVELS, DISPLAY, MOVES, and FEATURES. Under the PSION menu you have three choices: HELP, LANGUAGE, and QUIT. The manual included is only four pages long (the English version), but HELP describes every option in great detail. LANGUAGE allows you to select any of six languages to display all of the options in: English, French, German, Italian, Spanish, and Swedish. I am NOT going to explain the QUIT option to you!

GAMES has 4 selections: NEW GAME, to start a new game at any time, OPEN GAME, to load a previously saved game, SAVE GAME, to save the current game, and MASTER GAMES, to access any of the 150 Master games stored on disk. One note

about NEW GAME. When you select it, the pieces aren't merely placed back on the board. Each piece left on the board glides back to it's home square. Nice touch.

The PLAYERS option allows you to select PLAYER vs ST, PLAYER vs PLAYER, and ST vs ST. In the case of PLAYER vs PLAYER, Psion Chess will monitor each players moves and all options are available to each player (such as Analysis, Hint, and Take Back).

LEVELS gives you a full range of levels to choose from. Timed levels include: Novice (immediate response), 2 sec., 4 sec., 6 sec., 15 sec., 30 sec., 45 sec., 1 min., 1.5 min., 2 min., 3 min., 4 min, Equal (Chess will take as much time as you do), and Infinite (Chess will search until it has found it's best move). All times are the average time per move. In addition to these levels, there is also a Handicap option. While you are considering your move, Chess continues to "think" about it's next move. Handicap turns Chess's ability to think off while it's your turn. The last goodie under this option is MATE IN. Using this option allows Chess to find up to a checkmate in 8. Unlike most computer chess games, Chess plays very well even at the lower levels. Setting it as low as 6 seconds per move still yields a challenging game.

For those of you who think that the 3D board looks a little cluttered (or unconventional), DISPLAY offers a 2D BOARD option. Using 2D BOARD yields a reduced size flat 2D chess board, where movement is the same as on the 3D board. Once 2D is selected, the choice changes to 3D BOARD. You can switch between the boards as often as you like during the course of the game. The nice thing about the 2D BOARD version is that you have a second window opened next to the chess board that shows a record of all moves by both you and Chess. The record (and the board!) can be printed out. This move record is always carried internally whether you're in 2D or 3D. Other options under DISPLAY include HIDE MOVE RECORD, which closes the move record window (it can be retrieved at any time), SHOW ANALYSIS, which, when enabled, will show the current expected line of moves and the relative advantage held by either side, and finally INVERT BOARD, which simply changes the colors of the pieces (you still play your pieces, they're just black instead of white, or vice versa).

The MOVES menu allows you to get a HINT, TAKE BACK a move (or moves), CHANGE SIDES so that you're playing Chess's pieces and vice versa, OFFER DRAW, REPLAY (used on a loaded game or on a master game to replay the game), NEXT BEST which tells Chess to take the next best move (this helps when looking for multiple mates), MOVE NOW which forces Chess to move NOW, and BEST SO FAR which forces Chess to use the best move that it's found.

The final menu, FEATURES, allows you to SET UP the board (for mate problems or analysis of games), ENABLE RESIGN to allow Chess to resign if the situation becomes hopeless, STOP CLOCKS (yes Chess does keep time for both of you), RESET CLOCKS back to 0, turn the SOUND OFF, PRINT MOVES to print the entire move record (very nice!), and PRINT BOARD (even nicer!).

If it seems like this column is long winded, you're right. But this program is worth it! Unlike many programs which play 'I'll wait till he makes a mistake and then get him' chess, Chess plays a very aggressive game. The opening game is complete and endgame play is devastating. For \$49.95, you can't go wrong if you want a good game of chess. If you're looking for something to beat, then this might not be the program for you. Well, I've got to go now. This infernal machine just challenged me to a best out of five series. Until next month.

P-K4, P-K3 (What in the world?)...



RELICS TO RELISH

(Formerly called Minutes from the last meeting.)

The turn out for Michtron was, to say the least, disappointing. We had a total of about 20 people, and five of those were new faces. Most of the people who turned out were ST'ers. In all fairness, however, our newsletter didn't reach any of our members on time, so it may have slipped many peoples minds. If our club is going to pull off anything like this again, I'm going to have to see a LOT more support than I did this time.

The meeting was excellent, nonetheless. Kieth Reynolds from Michtron demoed many of their programs including Time Bandits, ST Pool (which turned out to be a pleasant surprise), Pinball Factory (Fantastic!), and many more. Many members had questions answered concerning programs that they already had, and we got to see several new programs. Michtron has a new program available called Trivia Challenge, and it looks pretty good. The sports section is extremely tough, though, because the program was made in England and most of the questions are about Cricket and Rugby.

The talk of the meeting was a demo of a currently unreleased program called Karate Kid II. The graphics on the program are up to the standards of Time Bandits and animation is smooth. Nice touches have been added such as the figure scratching his head as he gets up off

of the floor after a particularly nasty blow. Background scenery is constantly changing, and the intermission screens are excellent. The first intermission has the old man trying to catch a fly with his chopsticks. As the fly flies around, the eyes follow it! The second intermission has Daniel trying to break blocks of ice. That's as far as we got. Kieth said the program should be released around Christmas time. This is one that I've got to have!

Many members took advantage of the fact that Kieth had goodies to sell (including me) and we thank him for taking the time to come up and show off his products.

It was mentioned that with Christmas coming up, we should get out flyers describing our club and the services we provide. Many houses may be getting Atari's for Christmas, and most of them won't know what to do with them once they get them. If you've got any ideas, bring them to the December meeting! Make something up on Print Shop or by hand. Anything is worth considering! We need volunteers to post flyers in their home towns.

JK JK JK JK JK JK JK JK JK JK



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DECEMBER MEETING by Chuck Steele

The Annual Christmas Meeting/Party will be at Joe Yeagers house, Thursday December 18 at 7:00 PM. See map for directions. We plan to have alot of things for you to see. Compusoft as agreed to let us demo a half dozen or so new releases. Joe will have her ST set up and running with some new neat stuff. Wait till you see Silent Service run on her ST. As last year we will have Christmas goodies. We will have a demo of the Holiday Disk of the month. Don't miss out on this. Christmas goodies also mean things to munch on. So your mouth can be as full as your disk drive!!

We hope each one of you will be able to be at Joe's house for this special meeting. We invite you to bring your spouse and or friends. This should be a fun meeting for all, so hope to see you there.

Disk Library

LIBRARIANS CORNER by Chuck Steele

As many of you know I have been without a Disk drive since September, and we all know that our computers are all but useless without them. So Joe Yeager has come to my rescue and lend me her disk drive. As a result your Disk Librarian is back on the job. Thanks Joe!!

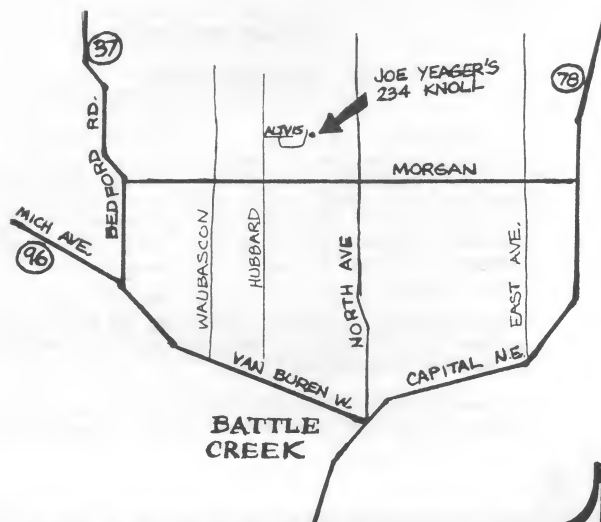
We are planing on a special holiday Disk of the Month to make up for not having a Sept. or Oct. Disk of the Month. There will be plenty of new things on the December Disk so come to the meeting and get your Disk. Hope to see you there!

BCAUG OFFICERS

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MEMBERSHIP:	
	Thomas Siemietkowski 963-4475
LIBRARIAN:	
SECRETARY:	
	Chuck Steele 964-1701
TREASURER:	
	Josephine Yeager 968-8401
NEWSLETTER:	
	Editor-Todd Harris 781-5963
	Production-Dan Egan 962-2549
BBS/SYSOP	
	Richie Frye 965-0480

Did you forget to hold OPTION down when you booted, and now don't want to find a disk with DOS and DUP on it? From BASIC, type:
OPEN #1,4,0,"D:FILENAME.EXT":X=USR(5576)

Neat and handy!





CASCADES ATARI COMPUTER ENTHUSIASTS

JACKSON AND SOUTH CENTRAL MICHIGAN

Cascades Atari Computer Enthusiasts

PRESIDENT'S CORNER

by Harold LaRue

C.A.C.E. is the Atari Club in and around the Jackson county area. The main purpose of the club is to help inform new users, and to promote the use of the Atari Computer in the community.

OFFICERS:

President	Harold LaRue	536-4410
Vice-President	Bob Kingsbury	789-6642
Secretary	Joe Cripps	764-0204
Treasurer	Scott Boland	784-9246
Member at Large	Joe Garner	787-1873
Librarian	Bob Kingsbury	789-6642
Editor	Wolfgang Mueller	789-8917
Meeting Coord.	Brent Fisher	764-4599

MEMBERSHIP:

The current membership dues are \$10.00 per year, and are payable at any of the C.A.C.E. monthly meetings, or by mail to the P.O.BOX.

Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter.

CORRESPONDENCE:

Any written communications with C.A.C.E. should be sent to:

C.A.C.E.
P.O. BOX 6161
Jackson, Mich. 49204

MEETINGS:

Our meetings are held on the second Sunday of the month, from 1:00 PM to approx. 4:00 PM.

The meetings take place at the Boos Recreation Center, Loomis Park, 210 Gilbert St., Jackson Mi.

If you did not attend last month's meeting you may be interested in how the election went. All but two officers accepted the nomination to retain their positions. I replaced Wolfgang Mueller as President and Joseph Cripps replaced Rick Sullivan as Secretary. In addition, I would like to mention that Brent Fisher is our new Hardware Coordinator and welcome a new member, William Locke.

As you may know, we are planning a Computer Faire at Westwood Mall in February. We are still lacking a couple of systems. If you would like to donate your system PLEASE contact me or another officer. If you can't donate a system how about some time. We need people to man the displays.

I hope to see better attendance this month than in the past.

See you at the meeting...

TREASURER'S REPORT

by Scott Boland

It's November and time for another treasury report. As of the November meeting the club treasury had \$82.14 in petty cash and \$263.04 in the account. Since then we paid out \$31.00 for the newsletter and \$10.00 for a new disk holder for the club software library. This leaves our balance at \$41.14 in petty cash and \$263.04 in the account.

I would like to welcome Bill Locke as the newest member to our club. I am sure you will find it a rewarding experience.

On the subject of memberships, I have a few words concerning membership dues. Please check

your mailing label of the Mid Michigan Atari Magazine for your current expiration date. It is located on the upper right corner of the label. Any member whose dues expire will receive one more newsletter. After that, in order to receive any further mailings, your dues must be paid up. The club needs your support and no one should miss out on the best Atari newsletter that I know of, so please keep your dues current. Thank you.

Disk Library

CACE LIBRARY

by Bob Kingsbury
(517) 789-7533

Deadlines, don't you just hate them. It seems like you never have time to get things done when you have a time limit. The past month has disappeared faster than the one before. Another thing that has just disappeared is an updated list of your club library. The list that was pasted out at the last meeting is now outdated. I will have a new list at December's meeting. For December you might want to check out the CHRISTMAS disk.

C.A.C.E. is in the process of horse trading with other groups and individuals in and out of the state to build the library. If you have any PD software you would like to share with your club bring it to the next meeting. Bring a full disk and trade for one in the library. Also anyone reading this can send a S.A.S.E. (business size please) and we will send you a list and cost to send you disks from C.A.C.E. .

There are a couple of people who need a pat on the back for their donations to the library this past month. These donations were from Joe Garner and John Charles.

December will be Harold LaRue's first meeting as the new PRES. Lets all be there to see what he has in mind for the next year. We also need help to organize February's computer show at Westwood Mall.

One more thing, if you call in advance (789-7533 my new number) to the meeting I will bring a copy of the disk you need. This will save copy time at the meeting.

See you Dec. 14th, and if you see Scott B. before then, ask him where the keys are.



Editor's Note

Editors Notes

by Wolfgang Mueller

Having not accepted the nomination, it should be quite obvious that I am no longer the President. I will give my full support to Harold LaRue, our new President, and I will continue to edit and compile this newsletter to the best of my ability. Not having a secretary at the last meeting there will not be a report of minutes in this issue, but our newly elected secretary promises to keep us well informed, if we have to miss a meeting. (Which we Hope Never happens)

I have personally decided to sell all of my Atari equipment, but don't get too happy yet, because I am going to buy an ST. I haven't made up my mind whether I should get a 520 or a 1040, maybe some advice would be in order.

Back to 8 Bits, at this writing, I haven't been informed of what software will be demo'ed at the next meeting. But one of our members is a very avid user of SynCalc 130, an excellent spread sheet designed for the extra RAM in the 130XE. He tells me that he will demo it, but is not yet sure if it will be this month.

JIL JIL JIL JIL JIL JIL JIL JIL JIL

Answers to the C.A.C.E. PUZZLER (next page):

ANTIC, MONITOR, CHIP, VARIABLE, SYSTEM, DIRECTORY, POKEY, SERIAL, PARALLEL, CHARACTER, CONNECTOR, MODEM, PLOTTER, LANGUAGE, PRINTER, MACRO, EPROM, JOYSTICK, SCROLL.



"Friendly no, but it is user tolerant."

C.A.C.E. PUZZLER OF THE MONTH
by Millie Mueller

I decided that last month's puzzler was too easy, so this will be a word search. See how many computer type words you can find. There are 20 in all! Remember that I will gladly print any puzzle submitted to the editor.

The answers are on the previous page-
DON'T PEEK!. GOOD LUCK! -Millie

K D I R E C T O R Y O T O R P J L
S C H R P O S C R O L L W A O O A
P Y I M R P R O T O C O L Y S Y L
U D S O C H I N W D M O R P E S A
D L C N H A A N R P Z N L O Z I N
V A R I A B L E B E V O R K M I G
S I U I M F G C A N T I C E E C U
Y R K O Y A W I D I Y C Z Y D K A
S E O R U D C O E X M H A V O H R
I S I G U F O R C A M L R R M Z P
E I N L R I B B O M V E U M A C I
M A A Z G P R I N T E R W O R H X
L E L L A R A P C H A R A C Z Y C



Industry Report

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ANTIC '86 WINTER COMDEX REPORT
BY DEWITT ROBBELOTH, ANTIC EXECUTIVE EDITOR

Atari Corp. set up its crowded COMDEX exhibit near the entrance to the main hall of the Las Vegas Convention Center. COMDEX, the international computer exposition run by The Interface Group, opened a five-day stay with 1,300 exhibitors and 50,000 "trade" folk attending.

Atari occupied a rectangular island measuring about 30 by 75 feet. In that area it crammed not only its own products but those of 65 selected third-party developers. Things got so crowded that some of Atari's exhibitors had to take turns using the display space at one of the 40 minibooths.

ATARI HARDWARE

Atari showed its new [but still unavailable-ED.] 1200 baud, Hayes-compatible modem, the SH212, and the new 80-column box [also unavailable], XEP80, for the XL/XE 8-bit computers (\$79.95). The long-awaited [and still waiting] ST blitter chip was demonstrated running some sensational graphics. It is to be released early in 1987 as a \$120 upgrade, piggybacking on new ROM chips.

On the software side, Atari showed and announced its word processor for the ST called Microsoft Write. This package, to be shipped late this year, is a direct port by Microsoft of its Macintosh Word, V. 1.05. It makes full use of type fonts, including proportionally-spaced fonts, and many special features pointing towards desktop publishing with a laser printer. Insiders expect Atari to offer an affordable laser printer in 1987. Microsoft Write will retail for \$129.95 when it ships late this year.

Apparently Atari will be building up the software side of its business, according to an announcement by Sam Tramiel at Atari's party held this evening at Caesar's Palace. Among the programs offered will be a series of educational programs for junior high schoolers.

These were designed by Arrakis Software of Canada and include 17 modules on algebra, trigonometry, geometry, statistics, biology and physics. Although other educational programs are available for the ST, few address the needs of this age group, who comprise about 60% of personal computer users, according to John Skrush.

CHRISTMAS SOFTWARE PROMO

Atari announced a cooperative ST software promotion to run through December. It has mailed coupons to ST dealers which will be given to the customer at time of purchase. Each company controls the discount, rebate or free merchandise offered by its coupon, with savings of 30-50% on a second title with any standard price purchase being typical. See you local dealers for more details.

Commenting on the promotion, Michael Katz, Atari Executive Vice President, said, "We feel this will serve as a great incentive to the consumer to purchase ST software and will help

our ST dealers generate profitable, new and continuing software sales."

Free bundled software with the purchase of an ST is a thing of the past, says Atari's new Director of Software Sales, Richard Frick. "Only ST BASIC will come with the computers now. 1st Word has been improved and will sell as a product called 1st Word Plus." He was demonstrating the ability of this word processor to incorporate graphics with text at the show.

Software and peripherals companies have climbed on the Atari bandwagon and showed new and revised products at Atari's pavilion at the autumn COMDEX.

One striking new application is the touch screen technology for the ST by the Video Touch Company of Springfield, Oregon. Demonstrating a real-life restaurant ordering program operated entirely by touch, this company shows how Atari STs can match and even improve on data-entry systems formerly costing much more.

The system uses standard ST hardware with monitors modified to include the touch screens.

One ST running under the Micro RTX operating system from Beckemeyer Development Tools controls the other STs in the system. The user interface is completely graphic and requires no computer knowledge to operate. New employees learn how to use it in 20 minutes, according to the manager of the Mill Camp restaurant where the system was first installed.

Beckemeyer Development Tools also showed the Micro RTX kernel running with the company's MT C Shell (\$129.95) which creates a multi-tasking, multi-user environment for many programs to operate simultaneously.

CAD & ANIMATION

Another impressive new program for the ST is Drafix-1, a full-featured, high-performance CAD package ported over from the IBM by Foresight Resources Corp. of Lawrence, Kansas. This program for professional architects, engineers, drafters and other designers actually runs faster on the ST, in some functions, than its counterpart on the IBM. It costs \$249.95.

Aegis Development Inc. showed its Animator ST program that should be available before Christmas. This program can use any ST drawing as a background, for example NEOchrome or DEGAS, and overlay detailed cels to create an illusion of movement. The program does the tough work of creating intermediate steps. It will also change the shape of one object to the shape of another - say a fish to a dog - or make objects appear to move through color cycling, as in a waterfall or a waving flag. Retail price is \$79.95.

ACCOUNTING

Execon Business Software of London, England, demonstrated its Accounting software, part of a larger integrated system for British business. The payables, receivables, ledger and forecasting module has been Americanized and will be available in January for \$250. This will be followed by the Invoicing and Inventory modules which will sell for \$150 each.

SBM is an accounts and inventory program from Newell Industries of Wylie, Texas. This program is available for the Atari 8-bit computers or the ST and sells for \$99.95.

The incredible accounting software buy for the ST, however, remains DAC-Easy, a complete accounting package for business that costs \$69.95. From DAC Software of Dallas, Texas.

VIDEO DIGITIZERS

MichTron's Video Digitizer Expert (by way of Pro-Technik of Germany) features 128 gray levels, resolution as high as 1024 X 512 pixels and NEOchrome and DEGAS compatibility.

A new color video digitizing system for Digital Vision's Computereyes (\$249.95) captures images in full color or monochrome from a VCR, video camera or video disk, automatically calibrating brightness, contrast and color balance.

DESKTOP PUBLISHING

Major desktop publishing products for the Atari ST pulled a great deal of focus at COMDEX.

From England, the Fleet Street Editor (about \$150) has a complete disk of library graphics and is ideal for newsletters, sales bulletins, restaurant menus and circulars. The two Fleet Street Publisher packages for the ST let you produce multi-page documents with editable page layouts and more, in addition to those features offered at the Editor level. Publisher Level I will be available this spring, and Level II will be ready in the summer.

XLEnt Software's mouse-controlled and menu-driven TypeSetter Elite (\$49.95) contains 23 built-in fonts and the ability to load custom fonts, and you can underline and outline text and change intensity, grab entire screens and print a full page, screen dump, free form, index cards, labels or Rolodex cards.

Coming soon for the ST is LaserType (\$279) by Softlab, which takes full advantage of the Hewlett Packard LaserJet+ printer's font downloading and gives you smooth graphics and full typesetting capabilities. Select from 20 different screens and tones for column headings, backgrounds or graphic designing, and control 16 type styles and sizes.



Atari Technical

UP AND RUNNING

By John Nagy

Here are some tips on trying to get programs to work once you have downloaded them (from the CHAOS BBS or ANYWHERE). These hints will help even if you DIDN'T download the program from ANYWHERE, but are having troubles. Many times it is hard to tell what to do with a file, especially if it doesn't just "RUN".

>LISTED BASIC files, marked LISBAS in the file language field, will look like english BASIC program statements while downloading. These programs will NOT run as is. You must ENTER the program (using BASIC at a READY prompt) using this format:

```
ENTER"D:FILENAME.EXT"
```

Then RUN (or preferably SAVE it to disk first- use a DIFFERENT filename, so if anything goes wrong, you will not have lost your original file).

>A BASIC "tokenized" file (marked as SAVBAS sent with lots of codes and symbols) can be LOADED or RUN from BASIC. Example-

```
RUN"D:FILENAME.EXT"
```

>A machine code program (marked with an OBJ in the files and looking totally symbolic when downloading) must be run from DOS. Go to DOS, type "L" and enter the filename. This type of file can also be run from many binary type "loader" or "menu" programs, or can often be made to self-boot by renaming them AUTORUN.SYS.

>Text files can be viewed by going to DOS, type "C" (copy), then when prompted "from, to?" type the program name, a comma, and then E: to display it on the screen editor. Use control/1 to stop and restart the scroll, and be ready as it will go QUICKLY. Or instead of E: use P: to send the text to the printer.

Some programs NEED to be renamed before they will operate properly, or there may be multiple files required that call on each other. See the INDEX of files for details on each program whenever that's possible! There is OFTEN a documentation file also on-line that will provide needed information.

ERROR CODES ENCOUNTERED ON RUNS:

ERROR 21 - LISTED BASIC file or BINARY File attempted to be RUN or LOADED from BASIC. Use ENTER, or for BINARY files, go to DOS, then use "L", type (FILENAME) to run this file.

ERROR 136 - This is an "end of file" error that signifies that the file did not end where it was supposed to. This happens with BINARY programs that have had extra characters added to them by faulty XMODEM protocol. (HOMETERM, PROTERM, TERM1030 are examples of the problem terminals. EXPRESS, AMODEM, and MASTERM are ok, but can't correct a program that was uploaded by one of the culprits.) OFTEN you can load one of these damaged programs into a word processor and remove the repeated last characters that should never have been included, then re-save the file and try again. Best to load a few working programs into the word processor first to get an idea of how the end of the file NORMALLY looks. Good Luck.

ERROR 137 - You tried to ENTER a BINARY or Tokenised BASIC program. Use LOAD or RUN, or for BINARY, go to DOS and use "L".

ERROR 147 - Insufficient RAM. You are trying to run too big a program, or else have too many things loaded at once. Try a smaller DOS like DOS 2, or don't run some of your autobooting accessories.

ERROR 164 - File linkage problems. The file is no longer continuous on your disk- the links in the sectors are not pointing to the next part of the file, and you are "lost". Not much can be done. NOTICE: SOME programs will report a 164 error when they are really simply conflicting with an oversize DOS like SMARTDOS or MACHDOS. Try again using DOS 2 before you give up.

ERROR 170 - The drive can't find a file by the name you typed. Be sure you have spelled correctly, and don't leave off extenders.

BAD LOAD FILE - you will get this message from DOS if you try to use "L" for a non-binary file. Go to Basic ("B") and LOAD or RUN or ENTER the file.

LAST NOTES IF YOUR PROGRAM STILL WON'T RUN:

Check your file against the BBS file for length. Be sure you got all of it! An incomplete file MAY appear to be the full length, but a clue is a "DOUBLE READY" prompt appearing when you try to run the program in BASIC. This type problem is usually not recoverable, although there are some utilities (like "REPAIR STATION") that can make the file listable and PERHAPS repairable.

Some BINARY files require that BASIC not be present at the time of loading. Remove the cartridge (or hold OPTION down on XL's) when turning on the computer if you have problems running BINARY files.

On XL's and XE's, try a TRANSLATOR on problem programs. These are available in the library and occasionally on line, and install the "OLD 800" operating system over the XL/XE system. Typically on OLDER BINARY programs, this can make it work.

If you get a "NEED MEMSAVE TO RUN THIS PROGRAM" message from DOS when attempting to load a BINARY program, it MAY need to be renamed "AUTORUN.SYS" to boot in at powerup. This is a quirk, and occasionally, you will ACTUALLY need a "MEMSAVE" file on the disk for these to work. It's rare, but worth a try. DOS offers "CREATE MEMSAVE", so try it.

If none of these helps can make your program run, it may just be that we have a bad file at our end. That's not the preferred situation, so leave a message for SYSOP on the message base and we will try to fix the problem and get back to you.



Review

MOUSE TRAP
Review By: Mitchell Wells

I know a lot of you CHAOS members came to the computer convention at the Clarion last month. It was a great time and there were some good buys. But something strange happened to me while I was there that should be of particular interest to ST users that I want to make you aware of. While at the CHAOS table speaking to some passers-by, a man came up to me and said, "Here, take this..." and so I did. He wanted me to review his new product, the MOUSE TRAP, a static trapping mouse pad, in this magazine, and so here it is.

Now, I haven't had my ST all that long, as most of you know. But I have had an APPLE and an IBM before, and so I was used to using a mouse...in fact, I liked using the mouse and that's one of the reasons I bought my ST. But a problem I've always had was having enough room on my computer table for proper maneuvering of the mouse. I had to pick up my mouse, after a fashion, and set it back down again in a different position so that I could move the cursor far enough. Bad pre-planning probably. But now that I have this

mouse pad, I don't have that problem anymore. In fact, it takes less room to move the mouse than it did before because the MOUSE TRAP has a surface that creates enough friction against the roller on the mouse to make the mouse work properly. Which is good, but the best part about the MOUSE TRAP to some of you out there reading this might be its static trapping capabilities. If you've been plagued by a carpet that gives you a shock every time you touch something metal (or another human being) then beware...this WILL crash your computer after a time. (I've seen it happen...scrape your feet along your rug and then touch the keyboard if you want to fry some chips real neat.) There is a cable that comes with the MOUSE TRAP that hooks up to any ground that will keep this from happening, just touch the pad. You say, "WOW! I've got to have this."

Well, OK, then contact CRYSTAL COMPUTERS, INC., 2286 East Steel Road, St. Johns, MI 48879 or call (517) 224 - 7667. Don't ask me for the price, no one told me...but I'll bet it's a bargain.

The price of the above item is \$49.95 - ED.

COMPUTER MUSIC

MIDITALK
By: Mitchell Wells

Last month I promised 8 bit users a bit of news... here it is. TNT Computers, a local group that manufactures the ACE 80 (80 Column) cartridge, is now making the Midiface, a VERY inexpensive MIDI interface for the 8 bit computers. The Midiface is completely compatible with all HYBRID ARTS software, and although it doesn't have the tape sync input and output, it's about half the price of the HYBRID ARTS Interface. If you were thinking about getting your feet wet with MIDI but didn't want to spend all that money, contact TNT Computers at (517) 394-2412 and talk with Mike Aldrich (who by the way is a club member, so support his business) about the Midiface. I hope Mike goes national with this interface... this might generate some interest by other MIDI software manufacturers in the 8 bit Ataris. After all, you can go to Toys-R-Us and buy an 800XL for \$85.00, put 256K RAM into it and still have spent less than 2/3rds of that which you'd have spent on a Commodore 64.

Now for new MIDI news for the ST... there are three new software products on the market for professionals using their ST for MIDI. They are:



Dr. T's KCS (Keyboard Controlled Sequencer). This product lists for \$199.00 and does EVERYTHING. You can enter MIDI data either step time or real time, set up to 128 sequences of any length (limited by memory of which it will recognize up to 1 Meg.). It boasts a 48 track real time recorder, and the OPEN MODE of the product is the most flexible sequence editor of any on the market. Any sequence can be started at any MIDI clock within the piece, and ALL information of any MIDI event is totally editable. It also claims to read SMPTE and has a MIDI autolocator. One drawback with this product is that the documentation is difficult at best to understand. Was it a translation?

Steinberg Music Software has released the PRD 24 Sequencer in the U.S. after selling well in Europe. It's about as good a 24 track sequencer as is available and is supposed to be VERY user friendly. Just one problem with it. The price. \$395.00? Come on, for \$395.00, I expect it to have AI, which this program definitely does not. Now for \$150.00...

Metatrak for the ST was just released and advertised in this months Keyboard magazine. There's not much information, but the price is right... \$99.00. I'll be dropping them a check and I'll tell you more once I get the beastie in my hands.

One final comment. HYBRID ARTS has FINALLY released MIDITRACK ST for the price of \$395.00. All this program is, is a glorified version of MIDITRACK III for the 8 bits, which you can get at a considerably reduced price. Come on, is this pricing some kind of joke?



Programs

Love At First Byte
by Mathew S. Howe (GAG)

OK, OK, so I'm not very productive. So I don't get my articles in on time every month. So what if I have been accused of being almost as wordy as Gil Merciez. At least I got an article in for this month. And what an article it is. This month we are going to add some guns to our helicopter! If you are new to this series (slow in coming as it is) there is a listing of the entire program in the article. If you have been following this meandering voyage into the world of P/M graphics you should have a copy of last month's program saved to disk. If so, then add the following lines:

```
97 IF STRIG(0)=0 THEN GOSUB 10100
5120 COLOR 1:PLOT 149,69:DRAWTO 149,60
5130 PLOT 67,55:DRAWTO 67,64
10100 POKE A+387+Y,3
10110 IF IMG=IMG2 THEN FOR Q=X TO 200:POKE
53252,Q
10120 IF IMG=IMG1 THEN FOR Q=X TO 12 STEP
-1:POKE 53252,Q
10130 C=PEEK(53248):IF C/2=INT(C/2) THEN POKE
53278,255:NEXT Q:GOTO 10200
10140 SOUND 3,200,10,10:POP
10150 FOR Q=1 TO 50:NEXT Q:SOUND 3,0,0,0
10200 POKE A+387+Y,0:RETURN
```

If you have done all this right then your listing should look like this:

```
10 REM SAVE "D:DEMO.BAS
20 GRAPHICS 7+16:A=PEEK(106)-24:POKE 106,A
30 POKE 54279,A:A=A*256
40 POKE 559,46:POKE 53277,3:POKE 53256,1
50 POKE 53248,50:X=50
60 FOR Q=A+512 TO A+640:POKE Q,0:NEXT Q
70 POKE 704,220:READ B:POKE 623,B
80 FOR Q=A+542 TO A+549:READ B:POKE Q,B:NEXT
Q:Y=30
85 GOSUB 5000:GOSUB 9000:IMG=IMG1
90 OLDY=Y:OLDX=X:ST=STICK(0)
91 IF ST=10 OR ST=14 OR ST=6 THEN IF OLDY>11
THEN Y=OLDY-1
92 IF ST=9 OR ST=13 OR ST=5 THEN IF OLDY<100
THEN Y=OLDY+1
93 IF ST=9 OR ST=10 OR ST=11 THEN IF OLDX>41
THEN X=OLDX-1
94 IF ST=5 OR ST=6 OR ST=7 THEN IF OLDX<200
THEN X=OLDX+1
95 IF B THEN X=OLDX
96 IF Y<99 THEN SOUND 2,200,2,4
97 IF STRIG(0)=0 THEN GOSUB 10100
100 POKE 53248,X
110 IF X<OLDX THEN IMG=IMG1
120 IF X>OLDX THEN IMG=IMG2
210 B=USR(VF,IMG,A+512+OLDY,A+512+Y)
220 C=PEEK(53252):IF C/2<>INT(C/2) THEN SOUND
0,100,6,6:B=1
230 IF C/2=INT(C/2) THEN SOUND 0,0,0,0:B=0
240 POKE 53278,255:SOUND 2,0,0,0
250 GOTO 90
1000 DATA 8,255,24,61,63,60,24,60,0
1010 DATA 8,255,24,188,252,60,24,60,0
5000 REM VEIW OF THE CITY
5020 SETCOLOR 0,0,14:SETCOLOR 1,8,4
5030 SETCOLOR 2,0,0:SETCOLOR 4,8,8
5040 COLOR 1:PLOT 159,95:DRAWTO 159,90:DRAWTO
0,90:POSITION 0,95:GOSUB 5170
5050 COLOR 2:PLOT 159,89:DRAWTO 159,40:DRAWTO
139,40:POSITION 139,89:GOSUB 5150
5060 PLOT 107,89:DRAWTO 107,35:DRAWTO
87,35:POSITION 87,89:GOSUB 5150
5070 PLOT 55,89:DRAWTO 55,75:DRAWTO
0,75:POSITION 0,89:GOSUB 5150
5080 COLOR 3:PLOT 127,89:DRAWTO 127,40:DRAWTO
108,40:POSITION 108,89:GOSUB 5160
5090 PLOT 75,89:DRAWTO 75,25:DRAWTO
50,25:POSITION 50,74:GOSUB 5160
```




```

5100 PLOT 75,74:DRAWTO 56,74:POSITION
56,89:GOSUB 5160
5110 PLOT 20,74:DRAWTO 20,55:DRAWTO
0,55:POSITION 0,74:GOSUB 5160
5120 COLOR 1:PLOT 149,69:DRAWTO 149,60
5130 PLOT 67,55:DRAWTO 67,64
5140 RETURN
5150 POKE 765,2:XIO 18,#6,0,0,"S":RETURN
5160 POKE 765,3:XIO 18,#6,0,0,"S":RETURN
5170 POKE 765,1:XIO 18,#6,0,0,"S":RETURN
9000 LET VP=1536:REM VER POS ROUTINE
9005 RESTORE 9050
9010 FOR Q=0 TO 43
9020 READ D
9030 POKE VP+Q,D
9040 NEXT Q
9050 DATA 104,162,5,104,149,220,202,16,250,198,
20,198,222,160,0,177,224,170
9060 DATA
168,165,223,240,9,169,0,145,222,136,28,
249,138,168,165,221,240,7,177,224,15,220,
136,208,249,96
9070 REM USR(VP,IMG1,OLD LOC,NEW LOC)
9080 IMG1=VP+46:IMG2=IMG1+9
9090 RESTORE 1000:FOR Q=VP+46 TO VP+46+17
9100 READ D:POKE Q,D
9110 NEXT Q
10000 RETURN
10100 POKE A+387+Y,3
10110 IF IMG=IMG2 THEN FOR Q=X TO 200:POKE
53252,Q
10120 IF IMG=IMG1 THEN FOR Q=X TO 12 STEP
-1:POKE 53252,Q
10130 C=PEEK(53248):IF C/2=INT(C/2) THEN POKE
53278,255:NEXT Q:GOTO 10200
10140 SOUND 3,200,10,10:POP
10150 FOR Q=1 TO 50:NEXT Q:SOUND 3,0,0,0
10200 POKE A+387+Y,0:RETURN

```

So how does it work? Actually quite well. But seriously. We will start with line 97. All line 97 does is check to see if the trigger has been pushed. If it has then we gosub 10100, more on that later. Next notice we have put lines 5120 and 5130 back in except that they are a little different. They will draw two lines on our buildings so we have something to shoot at. Before we go into the sub-routine at 10100 let's look at the missile half of P/M graphics.

Previously we have mentioned that players are held in a band one byte wide (eight bits). Each bit has a binary place value from 1 to 128 so all bits on is 255 and all bits off is 0. Well, missiles are very similar except that all four missiles (one for each player) are defined in the same 8 bit strip. Sounds complicated you say, it isn't really. The first two bits are for missile one and the next two are for missile two and the next for missile three etc. Beyond that missiles are pretty much the same as players. Each missile has its own horizontal position register just like a player. To move vertically you have to poke into memory. Here

it gets a little tricky. Because all of the missiles use the same strip of memory you have to do a little extra math to move one missile up and leave another still. Look at the chart below as we move some missiles.

STEP	LOCATION	BIT MAP	VALUE
1	100	XXXX	15
1	101		0
2	100	XX	3
2	101	XX	12

Starting with step one we have two missiles at location 100 (not a real memory location but good enough for our discussion). These two missiles could be at opposite sides of the screen but they are the same height because they are both at memory location 100. Looking at the bit map we see all four bits set (two for one missile and two for the other). At location 101 we have no bits because we have no missiles there. This gives us the values 15 and 0 poked into 100 and 101 respectively. In step two we are going to move missile two down one step. Thus in location 100 we have two bits set (the first two) and a value of three. And in location 101 we have two bits set (the next two, for missile two) giving us a value of 12. Using this thinking and our four horizontal missile position registers we can any number of missiles anywhere we want on the screen. A couple more notes on missiles, before we get back to our helicopter. A missile always has the same color as its player and is always only two bits wide.

Because we are only using player one we are only going to use missile one and we are going to make it a simple "-". First we start by turning on our missile. "A" is the start of P/M graphics and +387 puts us to the strip of memory that holds our missiles. The +Y puts it at the same height as the chopper. We poke a three here so bits one and two are set. This gives us our "-" shape. Then we look to see which way our chopper is facing. We do this with the two IF THEN statements at 10110 and 10120. Depending on which way the chopper is facing we start a FOR NEXT loop from our chopper location to the side of the screen. We also poke the horizontal position in to the register for missile one here. In line 10130 we check for a collision as explained last month except this time we are looking for a missile/playfield collision. If there is no collision we reset the register and next the loop. If we are at the end of the loop we goto 10200 which clears the missile (pokes in a zero) and returns to the main chopper loop. But if we detect a collision we "BEEP" and POP in line 10140. (Because we are going to exit the FOR NEXT loop before completion we POP the stack to



remove the loop return address. This should be done anytime you exit a FOR NEXT loop before completing it or GOSUB but don't RETURN.) Line 10150 is a simple delay loop and then stop the "BEEP" before we remove the missile and return.

With this article we have completed our series of articles on P/M graphics. With the information in this series you should be able to write your own shoot 'em up games. You might find a good memory map helpful too. I used the book "Mapping the Atari" by Ian Chadwick extensively in writing this series. "Mapping the Atari" is available from compute books for \$14.95, a real bargain for any serious atari programmer.

Although we are done with P/M graphics and are going to leave our chopper grounded for awhile save a copy of this program as at some time in the future I am planning to come back to this program and flesh it out into a real game.

I have not decided what do my next series on so if you have a question you would like answered (about atari BASIC) drop me a message on my BBS (313-233-4226). Till next month:

KEEP WITH THE PROGRAM!

S EIGHT IS ENOUGH

Computer Games for Gamers - Atari 800
by Brian Goluska

Last month I rated some gems of old-time gaming that are still available for your ATARI, many at distressed prices (or used). You may have missed them the first time they went around.

The GGRS (Goluska's Game Rating System): All games are rated in comparison to 3 games of bowling, 1 1/2 hours at the bowling alley. If you bowl for an hour and a half, it costs about \$5. Therefore a \$40 game must be worth 8 trips to the bowling alley (3 games each) to break even, or if 2 people play, it only takes 4 trips to the bowling alley (4 times 1 1/2 = 6 hours) to break even.

All of the comments below represent my personal opinion.

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EASTERN FRONT - cartridge - GGRS = 80 trips to the bowling alley (same as original EASTERN FRONT).

This version tweaks the original Chris Crawford EASTERN FRONT (rated last month). One worthless thing it does is to add levels of play that are intended to teach players how to play hex games (of which EF is a direct descendent). I doubt whether anyone could learn the game that way. Only game players who are experienced with board games can easily take to EASTERN FRONT. If I'm wrong, let me know.

One good thing it does is add air power, and another level of difficulty beyond the original. Aesthetically, it also shows the names of Soviet cities when you click on them, which I longed for in the original version.

This version is the one I still play, now and then. My high score is +43. For the experienced gamer only.

CHICKEN - GGRS = 5 trips to the arcade.

A public domain game available in the CHAOS library. A simple game of the chicken crossing the road, but with especially good "feel" to the stick and game. Some humor too. No longer state of the art, but still OK, especially for youngsters.

EMPIRE OF THE OVERMIND - ?

A very early text adventure. It parses on only 3 characters, so GO WOODEN DOOR and GO WOOD DOOR and GO WOOD DOO are all the same. Still, I played it for days when my 800 was new. It had some enthusiasm that the more polished text adventures lacked.

ARCHON I & II - GGRS = 10 trips to the bowling alley. ARCHON is played on a chessboard, and the chess pieces must fight arcade style to take a square. Good graphics and sound, good concept. Best when 2 human players are competing, because the computer plays the arcade part too well.

ARCHON II changes the chessboard to a different environment for the pieces to move on. Interesting, but even tougher when you play against the computer.

CHESS - ?

I played the original Atari chess cartridge until I could beat it in a 2 minute per turn game. In a 10 minute per turn game the computer behaved until I gained an advantage.

Then the computer began taking up to 40 minutes on its turn. (It cheated). I'm not into chess enough that I can occupy my mind for 40 minutes while my opponent takes its turn.

But if you're into chess, the Atari offers great opportunities for enjoyment. I recommend you talk to other chess players to evaluate many packages before you buy one. In fact, I prefer to play another human using the computer for the chessboard.

QUESTRON - GGRS = 50+ trips to the bowling alley.

QUESTRON could require more time to finish the game. A role playing game, with a simple combat system, but also "games within games" that add to the enjoyment. You don't have a choice as to character type in Questron, always starting as a serf. This is the first in a series of phases your character goes through as you progress. Between the phases are "rewards" of a sort - moments when you say "Wow" as you make a discovery that opens your way to the next phase. Some of the "games within games" are good enough to make you want to play them extra, even though your character has achieved all the development possible from that phase.

SEVEN CITIES OF GOLD - GGRS = 30+ trips to the bowling alley.

An historical simulation of the exploration of the New World by Spanish adventurers. The play system and graphics are generally excellent, although one phase of "combat" is a little odd. Combat is not required, however, and better profit may be made by exploration and trade.

The added fun of this game occurs when you generate a New World that is not historical. This means Columbus, if not careful, might sail west without finding land until he starved (all land in the southern hemisphere). Or the Aztecs might have their capitol at Plymouth Rock.

Like Eastern Front, Seven Cities is very much a one player game. After being exposed to a game or two, it isn't much fun for spectators to watch a player trying to get a really high score.

BOUNTY BOB'S REVENGE - 30 trips to the arcade.

This is the sequel to Miner 2049er. Once again, an Atari only program, not available on other systems. Play Miner 1st, then BBR, to recreate the progression.

BBR is as good as Miner, and has the added features that you might expect from years of



development between original and sequel. It does suffer a little because the arcade style game is not as fashionable as it once was.

COLONIAL CONQUEST - 20 trips to the bowling alley.

Colonial Conquest is a multi-player conquer the world game. It works pretty well, except that players take their turns in sequence, and it can be a long time between each player's turn at the screen. With dedicated game players this is ok, although you might bring a book or video tape along to a CC session.

Slightly more complex than RISK, this is easy to learn. Still, only serious gamers will appreciate CC more than once or twice.

RETURN OF HERACLES - 12 trips to the bowling alley.

A role playing game, where you choose a character from mythic Greek gods and heroes. A good playing system for more than one player, because all players play at the same time if they are together on the map of Greece. If the players are not together, they play sequentially, but the time is too short for players to lose interest between turns.

Tasks or conflicts are all based on Greek mythology. The only problem with this game is that it can be "solved" in the equivalent of a long weekend at a bowling tournament. The above games are all games that I have enjoyed, and are old enough that they might not be known by people who have bought Atari computers in the last 2 years.

You might notice that I prefer games that can involve more than one person. Though I can play against a machine OK, I prefer to use the machine to umpire games between humans, or that can make humans cooperate to achieve a goal.

And I agree that \$40 is painful to pay for a game that you play for an hour, and say "that's cute", and never play again. I have also played 400 hours of MULE, which comes to 10 cents an hour, certainly cheaper than bowling or golf. The intelligent consumer can be sure to buy suitable software by communicating with other consumers.

In conclusion, Atari owners can get a tremendous enjoyment value for their dollar by buying yesterday's software at today's prices. Talk, talk, talk to other Atari owners to decide which games are right for you, and then enjoy your gaming. And tell other owners about your favorites!



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ST Software

ST CORNER
By Gil Merciez

With the tidal wave of new releases for the Christmas season, many titles will no doubt be overlooked until after the holidays when things quiet down a bit. I just want to comment on three of the more outstanding packages that have been released in the past month or so.

First there is DEGAS ELITE (Batteries Included \$80). Without a doubt DE is the most powerful bit mapped drawing program that has been seen for the ST. Retaining only hints of the older Degas, DE is now fully GEM based even using the new GDOS for fonts and is not copy protected as is all BI's ST software. Multiple screens can be held in memory (a maximum of 8 with 1 meg of memory, 3 maximum with a standard 520). Pictures of any resolution can be loaded and converted to the current screen resolution. DE will also load NEO pictures, IFF format, and there is even a desk accessory that will load TINY format pictures. The block functions allow you to cut out any part of a picture, manipulate it by stretching, shrinking, rotating, skewing, etc., save the block to disk, and on and on and on..... Owners of DEGAS can send in their original disk and upgrade to DEGAS ELITE for \$40. It would be a wise investment. DEGAS ELITE is a truly impressive work from Tom Hudson.

Another impressive achievement is Flight Simulator II (Sublogic \$50). The improved user interfaces and larger memories of the 16 bit machines was fully utilized by the folks from Sublogic to give ST owners a truly superior port of this universally popular program.

FS2 owners now have the choice of either a Cessna or a Lear Jet in which to explore the friendly skies and popular landmarks. It is possible to have two windows active simultaneously each with a different perspective as well as a top down map which tracks your progress. Navigation is performed either combining keyboard controls with the mouse and drop down menus or the keyboard alone.

The screen updates seem much faster than the 8 bit version and the control panel utilizing the low res 16 color mode is much crisper and more readable. FS2 comes in two versions, one for color and a separate version for monochrome. Carefully check the box to make sure you are purchasing the correct version. The scenery could be more detailed for my taste, however there has to be tradeoff between how much

territory to allow the flyer to explore and the amount of detail.

The starting location on bootup is runway 27 at the Oakland International Airport, only a few minutes flying time from the skyscrapers of downtown San Francisco and the Golden Gate Bridge. Skilled flyers will be able to fly underneath the bridge if they have steel nerves and a steady hand. You can quickly change your starting position to one of 120 airports spanning a total of four other general areas, New York, Los Angeles, Chicago, and Seattle. You can also engage in the World War I Ace aerial battle game. A unique feature is the Multi Player option in which two players on two computers can fly together connected through the modem port either over the phone or by using a null modem in the same room. This multi player mode can be used by any version of FS2 that supports it including the Amiga version. As for me, I'm still trying to figure out how to successfully land the plane.

The third outstanding piece of software to appear recently is Two on Two Basketball (Gamestar \$45). This sports package allows one player to select one of 10 superstars as a teammate to play against one of 20 computer teams in four progressively harder divisions. With two players you can either play as teammates against a computer team or as opponents each with your own computer superstar. The graphics are smooth as you dribble down the court. Games are divided into four six minute quarters.

All player control is through the joystick as you dribble, pass, jump, and shoot. A practice mode allows you to refine your shooting ability. You will need it as even the tamest computer opponent shoots a deadly 60% accuracy against a beginning player. You have a wide range of shots including hook shots, lay ups, stuffs, and jump shots. Three point baskets are awarded for swishing the hoop from outside the circle. Fouls can be called on you as well as three second violations. The probability of sinking a shot depends on how well timed your release is as well as what type of shot you are taking and your individual attributes.

You can select from one of five offensive patterns and four defensive patterns on each drive down the court. I would think that for beginners, a two player mode with the players competing against each other would be more competitive until you gain some experience. In four or five complete games against the computer, I have yet to get within twenty points at the final buzzer.

Overall, 2 on 2 is a must have for the sports gamer. Even with 10 thumbs and molasses like reaction time, I enjoy it thoroughly.





Last Hacks

TEN COMMANDMENTS FOR ATARIANS

By: Ezra Nehemiah in the South Cooperopolis Atari Monthly.

-> Thou shalt not ask IBM owners why still they hangeth on to their overpriced, underachieving clunkers; at least not more than once a day. Nor shalt thou point out that nobody ever got a raise because they bought IBM's for the company, either.

->Thou shalt not take thine Atari on the family vacation to Yellowstone; in fact, thou shalt not go on vacation trips, so that thou canst use the money thus saved to pay for additional long distance calls involved in going online with thy modem.

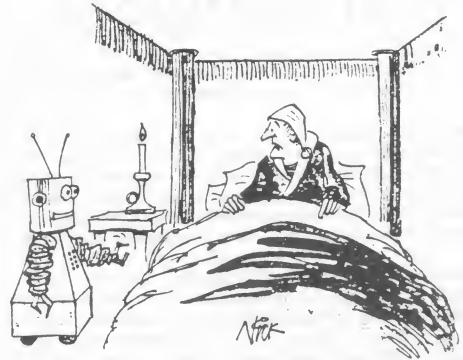
->Thou shalt not cause obscenities to be added to the vocabulary list of thine AtariWriter Plus spelling checker.

->Thou shalt not copy thy neighbor's SynFile disk; for the hassle of xeroxing the documentation doth render it faster, cheaper, and easier to buy thine own copy in a store.



"Remember when requests for hardware and software meant tools and lingerie?"

(Cartoons: thanks to OMNI MAGAZINE)



"Don't tell me- Christmas yet to come, right?"

->Thou shalt not smite thine Atari or its peripherals with thy bare hand when they functioneth not properly; for this behavior shall result in down time for the system or for thy hand or for both.

->Thou shalt not boot up thine Atari on the Sabbath; for yea, even as God did rest on the seventh day, thou shalt likewise be worshipful and catch some pro football on TV.

->Thou shalt not leave thine only copy of "Larry Bird and Dr. J. Go One-on-one" lying around unprotected; for surely thy children will play Frisbee with it, or thy spouse will use it as a bookmark; for truly these people are jealous of and insensitive to the special relationship that existeth between thee and thine Atari.

->Thou shalt not use thine Atari to disrupt cable TV broadcasts or tie up the contribution phone lines of fundamentalist preachers; for the Law provideth the means for these fatocats to hurt thee worse than thou canst hurt them.

->Thou shalt not loiter near schoolyards with the intent of showing students the superiority of thine Atari over the expensive piece of trash they use in the classroom; for Apple Corporation will surely spend huge sums of money and will bear false witness against thee, charging thee with child molestation.

->Thou shalt not rescue thy Atari first in the event of a fire in thy dwelling place; rather looketh thou first to the safety of thy spouse and thy kids; for in time they may come around and turn into Atari junkies even as hath thine own smart self.

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